marantz®

Model DD-82/DD-92 User Guide

Digital Compact Cassette Deck

DIGITAL
dcc
COMPACT CASSETTE

ENGLISH

WARRANTY

For warranty information, contact your local Marantz distributor.

RETAIN YOUR PURCHASE RECEIPT

Your purchase receipt is your permanent record of a valuable purchase. It should be kept in a safe place to be referred to as necessary for insurance purposes of when corresponding with Marantz.

IMPORTANT

When seeking warranty service, it is the responsibility of the consumer to establish proof and date of purchase. Your purchase receipt or invoice is adequate for such proof.

FOR U.K. ONLY

This undertaking is in addition to a consumer's statutory rights and does not affect those rights in any way.

FRANÇAIS

GARANTIE

Pour des informations sur la garantie, contacter le distributeur local Marantz.

CONSERVER L'ATTESTATION D'ACHAT

L'attestation d'achat est la preuve permanente d'un achat de valeur. La conserver en lieur sur pour s'y reporter aux fins d'obtention d'une couverture d'assurance ou dans le cadre de correspondances avec Marantz.

IMPORTANT

Pour l'obtention d'un service couvert par la garantie, il incombe au client d'établir la preuve de lachat et d'en corroborer la date. Le reçu ou la facture constituent des preuves suffisantes.

DEUTSCH

GARANTIE

Bei Garantiefragen wenden Sie sich bitte an Ihren Marantz-Händler.

HEBEN SIE IHRE QUITTUNG GUT AUF

Die Quittung dient Ihnen als bleibende Unterlage für Ihren wertvollen Einkauf Das Aufbewahren der Quittung ist wichtig, da die darin enthaltenen Angaben für Versicherungszwecke oder bei Korrespondenz mit Marantz angeführt werden müssen.

WICHTIG!

Bei Garantiefragen muß der Kunde eine Kaufunterlage mit kaufdatum vorlegen. Ihre Quittung oder Rechnung ist als Unterlage ausreichend.

NEDERLANDS

GARANTIE

Voor inlichtingen omtrent garantie dient u zich tot uw plaatselijke Marantz handelaar te wenden.

UW KWITANTIE, KASSABON E.D. BEWAREN

Uw Kwitantie, kassabon e.d. vormen uw bewijs van aankoop van een waardevol artikel en dienen op een veilige plaats bewaard te worden voor evt, verwijzing bijv, in verband met verzekering of bij correspondentie met Marantz.

BELANGRIJK

Bij een evt, beroep op de garantie is het de verantwoordelijkheid van de consument een gedateerd bewijs van aankoop te tonen. Uw kassabon of factuur zijn voldoende bewijs.

ITALIANO

CONDIZIONI DI GARANZIA

L'apparecchio è garantito per 365 giorni dalla data di acquisto comprovata da un documento attestante il nominativo del rivenditore e la data di vendita. La garanzia sarà prestata con la sostituzione o riparazione gratuita delle parti difettose.

Non sono coperti da garanzia difetti derivanti da uso improprio, errata installazione, manutenzione effettuata da personale non autorizzato o, comunque, da circostanze che non possano riferirsi a difetti di funzionamento dell'apparecchio.
Sono inoltre esclusi dalla garanzia gli interventi inerenti l'installazione e l'allacciamento agli impianti di alimentazione.

Gli apparecchi verranno riparati presso i nostri Centri di Assistenza. Le spese ed i rischi di trasporto sono a carico del cliente.

La casa costruttrice declina ogni responsabilità per danni diretti o indiretti provocati dalla inosservanza delle prescrizioni di installazione, uso e manutenzione dettagliate nel presente manuale.

Per informazioni sull'abbonamento al Servizio Assistenza postgaranzia e per conoscere l'indirizzo dei Centri Assistenza Marantz rivolgetevi al nostro servizio consumatori (telefono 1678-20026 – numero verde).

SVENSKA

GARANTI

För information om garantin, kontakta Marantz lokalagent.

SPAR KVITTOT

Kvittot är inköpsbevis på en värdefull vara. Det skall förvaras säkert och hänvisas till vid försäkringsfall eller vid korrespondens med Marantz.

VIKTIGT

För att garantin skall gälla är det kundens sak att framställa bevis och datum om köpet.
Kvitto eller faktura är tillräokligt bevis för detta.

ESPAÑOL

GARANTIA

Para información sobre las Condiciones de Garantía, sírvase consultare l Certificado que encontará en le interior del embalaje del equipo.

CONSERVE EL COMPROBANTE DE LA COMPRA

La factura es el comprobante de la adquisición de un producto valioso. Consérvela en lugar seguro para poder consultarla en caso necesario.

IMPORTANTE

Para disponer de servicios cubiertos por la garantía, el usuario deberá acreditar la fecha y el lugar de adquisición del equipo. La factura o recibo de la compra constituyen un comprobante válido a tal efecto.

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ENGLISH:	This unit meets the requirements of EEC Recommendation 82/499.
FRANÇAIS:	Cet appareil est conforme aux directives 82/499 de la CEE.
DEUTSCH:	Dieses Gerät entspricht der EWG - Empfehlung 82/499.
NEDERLANDS:	Dit apparaat voldoet aan de eisen van Aanbeveling EEG 82/499.
ITALIANO:	Questo apparecchio è conforme ai requisiti della direttiva CEE 82/ 499.
PORTUGUÊS:	Esta unidade foi concebida e manufacturada em conformidade com a Recomendação 82/499 da Conmunidade Económica Europeia.
SVENSKA:	Denna apparat överenstämmer med bestämmelserna i ÉEC 82/499.
ESPAÑOL:	Este equipo cumple las Directrices 82/499 de la C.E.E.

ENGLISH

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FOREWORD

This section must be read carefully before any connection is made to the mains supply.

WARNINGS

Do not expose the equipment to rain or moisture.

Do not remove the cover from the equipment.

Do not insert anything into the equipment through the ventilation holes.

Do not handle the mains lead with wet hands.

EQUIPMENT MAINS WORKING SETTING

Your Marantz product complies with the household power and safety requirements in your area.
"/02" Version product can be powered by 230 V AC only.
"/05" or "/07" Version product can be powered by 240 V AC only.
This is a voltage selector (2-position or 4-position) on the rear panel of the "/01" Version product,. Be sure to set the voltage selector to the mains voltage of your area before using the unit.

IMPORTANT:

This apparatus is fitted with an approved moulded 13 Amp plug. To change a fuse in this type of plug proceed as follows:

1. Remove fuse cover and fuse.
2. Fix new fuse which should be a BS1362 3A, A.S.T.A. or BSI approved type.
3. Refit the fuse cover.

If the fitted plug is not suitable for your socket outlets, it should be cut off and an appropriate plug fitted in its place.

If the mains plug contains a fuse, this should have a value of 3A. If a plug without a fuse is used, the fuse at the distribution board should not be greater than 5A.

NOTE: The severed plug must be destroyed to avoid a possible shock hazard should it be inserted into a 13A socket elsewhere.

HOW TO CONNECT A PLUG

The wires in the mains lead are coloured in accordance with the following code:
BLUE–"NEUTRAL" ("N")
BROWN-"LIVE" ("L")

1. The BLUE wire must be connected to the terminal which is marked with the letter "N" or coloured BLACK.
2. The BROWN wire must be connected to the terminal which is marked with the letter "L" or coloured RED.
3. Do not connect either wires to the earth terminal in the plug which is marked by the letter "E" or by the safety earth symbol ⏚ or coloured green or green-and-yellow.

Before replacing the plug cover, make certain that the cord grip is clamped over the sheath of the lead — not simply over the two wires.

COPYRIGHT

Recording and playback of some material may require permission. For further information refer to the following:
- Copyright Act 1956
- Dramatic and Musical Performers Act 1958
- Performers Protection Acts 1963, and 1972
- Any subsequent statutory enactments and orders

PRECAUTIONS

The following precautions should be taken when operating the equipment.

GENERAL PRECAUTIONS

When installing the equipment ensure that:

- the ventilation holes are not covered.
- air is allowed to circulate freely around the equipment.
- it is placed on a vibration-free surface.
- it will not be exposed to excessive heat, cold, moisture or dust.
- it will not be exposed to direct sunlight.
- it will not be exposed to electrostatic discharges.

In addition, never place heavy objects on the equipment.

If a foreign object or water does enter the equipment, contact your nearest dealer or service center.

Do not pull out the plug by pulling on the mains lead; grasp the plug.

It is advisable when leaving the house, or during a thunderstorm, to disconnect the equipment from the mains supply.

INSTALLATION (see page 110, 111)

ANALOG CONNECTIONS:

Ⓐ **VARIABLE OUT** – Output sockets for connection to an analog amplifier or HiFi system. Use this connection when you want to control the volume with the supplied remote control.

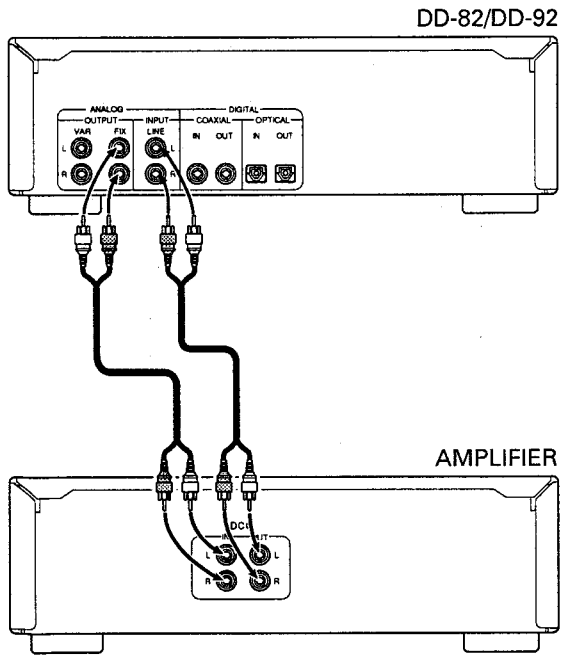
- Insert a red plug into the R socket and the other plug into the L socket.
- Insert the two other plugs into the corresponding sockets of the DCC IN input of your amplifier
  You can also use the TAPE, CD, AUX or TUNER inputs of your amplifier but ***never*** the PHONO input.
  When you have connected your recorder via these VARIABLE OUT sockets, the sound level can be adjusted with the VOLUME keys of the remote control supplied with your unit.

Ⓑ **FIXED OUT** – Output sockets for connecting the recorder to an analog amplifier or HiFi system. Use this connection when you want to control the volume on your amplifier or on the remote control of your amplifier only.
Connection takes place in the same way as via VARIABLE OUT.

Note: Only one of above mentioned connections (VARIABLE OUT, FIXED OUT) is needed.

Ⓒ **LINE IN** – Recording input for connection to an analog amplifier

- Insert a red plug into the R socket and the other plug into the L socket.
- Insert the two other plugs into the corresponding sockets of the DCC OUT output of your amplifier. You can also use the TAPE, or AUX outputs of your amplifier.



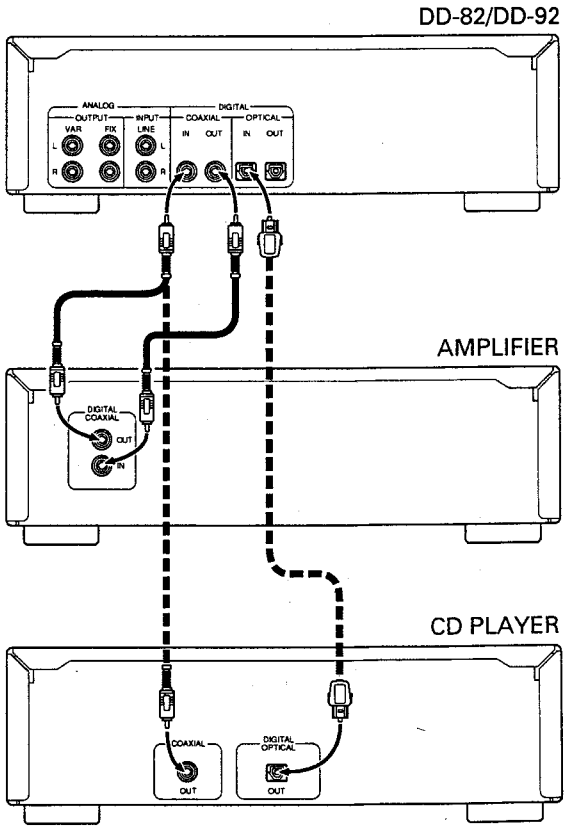
DIGITAL CONNECTIONS:

Ⓓ **DIGITAL COAXIAL**
IN – Recording input for connecting the recorder to a source which supplies a digital signal and that has a digital output, e.g. a CD, CDV, DAT or DBS-Satellite tuner.
OUT – This output supplies a digital signal via an electrical path; for this reason it can only be connected to a product with a digital input e.g. amplifier, DCC, Digital to Analog Converter, Digital Signal Processor or DAT.
Use a cinch lead with one cinch plug on either end.

Ⓔ **OPTICAL**
IN – Recording input for connecting the recorder to a source which supplies a digital signal via an optical path and that has an optical digital output, e.g. a CD, CDV, DAT or DBS-Satellite tuner.

- Pull out the protective plug from the socket.
- Connect one end of an optical lead to the socket.
- Connect the other end to the optical output of the amplifier or of another piece of equipment.
- Press in the plugs until you hear a mechanical click.

OUT – This output supplies a digital signal via an optical path. It can be connected to a product with a digital input e.g. amplifier, DCC, Digital to Analog Converter, Digital Signal Processor or DAT.
Connection takes place in the same way as via OPTICAL IN.



CONNECTIONS:

REMOTE CONTROL:

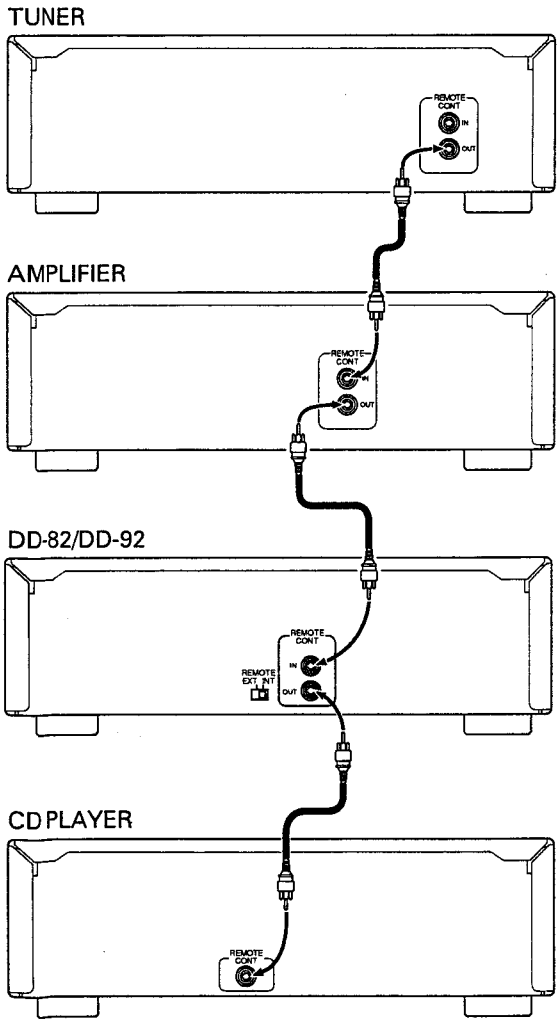
Ⓕ **REMOTE EXT/INT** – For switching the Remote SENSOR EXT and INT.

IMPORTANT!

When the recorder is incorporated in a HiFi system with BUS connection, this switch should always be in the **EXT** position.
When the recorder is **not** incorporated in a HiFi system with BUS connection, the switch should be in the **INT** position.

Ⓖ **REMOTE CONT. BUS** – Remote-control sockets for connection to the corresponding REMOTE sockets of other components in your Marantz HiFi system.
Connect the Remote socket to the Remote socket of the external equipment that uses the Marantz remote control system.
In this way you can operate external sets by remote control through the sensor of your amplifier.

REMOTE D-BUS CONNECTIONS



WARNING

Do not connect the set to the mains until all other connections have been made and the mains voltage (indicated on the type plate) has been checked.

MAINS SUPPLY

Ⓗ **Voltage selector 110/120/220/240 V** – for selecting the mains voltage (not on all versions)

Ⓘ **Mains lead Socket**

- Check that the mains voltage as shown on the type plate corresponds to your local mains supply. If it does not, consult your dealer or service organisation.
- If your unit has a voltage selector, make sure ***only*** to change the voltage in the POWER OFF position.
- Insert the plug of the mains lead into the wall socket.
- If your amplifier has AC MAINS OUTLETS, you are advised to insert the plug of the mains lead into these outlets.
  The mains supply is now connected.
- To disconnect the set from the mains completely, remove the mains plug from the wall socket or from the AC MAINS OUTLETS of your amplifier.

After having made all the necessary connections (some may not be applicable for your set-up), your system is ready for use. In the next chapters we will describe how to operate it.

FUNCTIONAL OVERVIEW (see page 110, 111)

FRONT OF RECORDER

① **POWER** – For switching on and off.

② **TIMER REC/OFF/PLAY** – This switch enables the recorder to be set in advance for recording or playback, so that the equipment can be switched on or off with a timer.

③ **PHONES** – socket for headphones
You may connect a pair of stereo headphones with 6.3 mm plug to this socket.

④ **PHONES LEVEL** – for adjusting the volume level of the headphones.

⑤ **DOLBY NR** – for switching the Dolby Noise Reduction system on and off and for selecting Dolby B and C.
Only functional when you are using a conventional Analog Compact Cassette.

⑥ **SYNC REC** – for synchro start of the recorder and a CD player (connected via the BUS sockets) when recording from a Compact Dis.

⑦ **INPUT SELECT** – for selecting the ANALOG, DIGITAL, COAXIAL or OPTICAL input from which you wish to record.

⑧ **BALANCE** – for adjusting the recording balance only when recording from the analog input.

⑨ **REC LEVEL** – for adjusting the recording volume only when recording from the analog input.

⑩ **RECORDING and PLAYBACK controls (see page 10)**

- **RECORD** – for immediate entering of the RECORDING PAUSE mode.
- **APPEND** – for initializing a recordable (blank) tape or for searching the end of the last recording after which the recorder switches to the RECORDING PAUSE mode.
  It is advised to use this key before starting the actual recording with the PAUSE ⏸ key.
- **REC MUTE** – for recording a pause (silent passage)
- **PREVIOUS** ⏮ – for searching the previous track on the tape.
- **NEXT** ⏭ – for searching the Next track on the tape.
- ◀◀ – for fast winding backward at Fward Play mode.
  If Play Direction is Reverse Play mode, winding forward.
- ▶▶ – for fast winding forward at Fward Play mode.
  If Play Direction is Reverse Play mode, winding Backward.
- **STOP** ■ – for stopping the tape transport
- **PLAY** ▶ – for starting forward playback. When this key is pressed during playback, the current track starts again from the beginning.
- ◀ **PLAY** – for starting Reverse Playback. When this key is pressed during playback, the current track starts again from the begining.

⑪ **AMS (AUTO MUSIC SCAN)** – When this button is pressed, the beginning of each selection is played back for about 10 seconds. Once the desired selection is found, press the **PLAY** button. The deck will enter normal play mode. When the Auto Music Scan function is activated, "AMS" is displayed.

⑫ **BLANK SKIP** – When this button is pressed during playback, the tape will be automatically advanced to the beginning of the next selection when an no Music section of more than 10 seconds is present. When the Blank Skip function is activated. "BLANK" is displayed.

⑬ **REPEAT** – for repeating the current track, for repeating all tracks or for switching repeat off.

⑭ **TEXT** – for displaying text information like the album title, track title, artist, total number of tracks and time. Press to scroll through the different text information.
Always functional for prerecorded Digital Compact Cassettes and sometimes functional for user-recorded Compact Cassettes.

⑮ **TIME** – for selecting the different time modes to be shown on the display: absolute time, track time, remaining time and counter mode. Press to scroll through the different modes.

⑯ **COUNTER RESET** – for returning the tape counter to 0000.

⑰ **MONITOR** – When this button is pressed, the unit enters the monitor mode in when each input source can be monitored in stop mode.
When this button is pressed again, the monitor mode is canceled.

⑱ **Display**

⑲ **OPEN/CLOSE** – for opening and closing the tray loader
The tray can also be closed by briefly pushing its front.

⑳ **MARKER controls (see page 15)**

- **AUTO START** – automatic start marker generation on/off.
- **START** – for writing a start marker manually, marking the start of a new music track.
- **RENUMBER** – for checking the complete tape on correctness of track numbers and making a correct sequence of tracknumbers.
- **Auto reverse control**
  NEXT – for writing a next marker, marking the end of a side and causing the deck to continue at the start of the other side.
  REVERSE – for writing a reverse marker, marking that the side must be reversed at this location.
- **ERASE** – for erasing any marker at the current location.

㉑ **REMOTE SENSOR** – infra red remote control eye.

CASSETTES

DIFFERENT CASSETTE SORTS

On your DCC recorder you can use Digital Compact Cassettes (DCC) and conventional Analogue Compact Cassettes (ACC).

Both of these cassette sorts are available on the market with different tape length and material.

- Digital Compact Cassettes can be used for playback and recording on your unit.
- Analogue Compact Cassettes can only be used for playback on your unit.

The DCC cassette can be divided into two sorts:

DCC PRERECORDED

These cassettes can be bought prerecorded in the shop. Prerecorded cassettes contain also information on the album, like the album title, artist, track title, track number, total tracks, time (track time, absolute time, remaining time and counter) and tape side information.
It is not possible to make a recording on these cassettes yourself.

DCC USER-RECORDED

Cassettes that you have recorded yourself from different sources.

- Track and time information is automatically recorded when the APPEND key is used (see chapter RECORDING).
  When the recording is done with the RECORD key on an area of the tape that already contains a recording or directly after the last recording (APPEND) track and time information will also be available.
  This information will not be recorded when the recording is done in the middle of a blank area on the tape with the use of the RECORD key.
  Note: when playback is started in the middle of a track, the time and track information may not yet be known by your unit. The display will then show '--'.
  As soon as a new track is detected the track and time information will be shown on the display again.

Note: TEXT INFO cannot be recorded.

ANALOGUE COMPACT CASSETTES

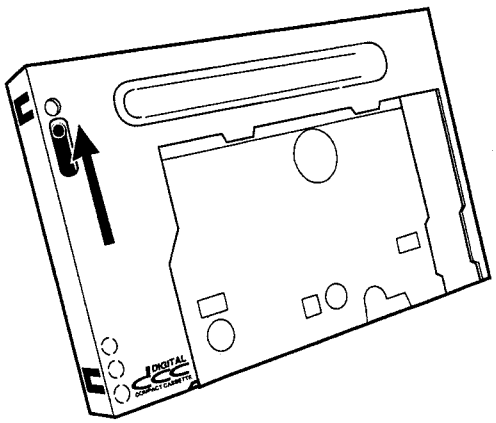
- Conventional analogue compact cassettes can be played back on your unit. During playback of these cassettes the display will show the counter setting.

CASSETTE MAINTENANCE

Keep the cassettes at room temperature and avoid leaving them in the sun or too close to magnets and transformers or e.g. recorders, radios, TV's and loudspeakers.
Do not push the tape protection of DCC cassettes aside and avoid touching the tape.

PROTECTING A CASSETTE AGAINST RECORDING

Accidental erasure of recordings made on your DCC cassettes can be prevented by sliding the red switch on the back of your cassette upward as shown below.
No recording will then be possible on this tape.



GENERAL FUNCTIONS

POWER

- Use the POWER key to switch the power on and off. After switching on the power, the recorder will become active.
- When the recorder is switched to standby mode (with the remote control) it will be activated as soon as you press REMOTE CONTROL POWER KEY.

– If you have connected the plug of the mains lead to the MAINS OUTLETS of your amplifier, the power will automatically be switched off as soon as you switch off the amplifier.

LOCAL TIMER SWITCH

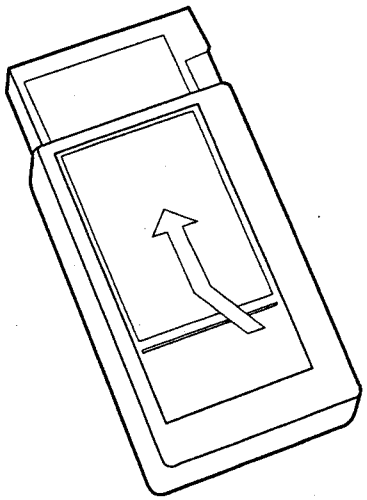
With the TIMER control ② the recorder can be set to automatically start recording or playback when the set is switched on.

- Switch on the power with the POWER key ①.
- Set the TIMER control ② in position PLAY or REC.
- Connect the mains plug to the socket of an external timer.

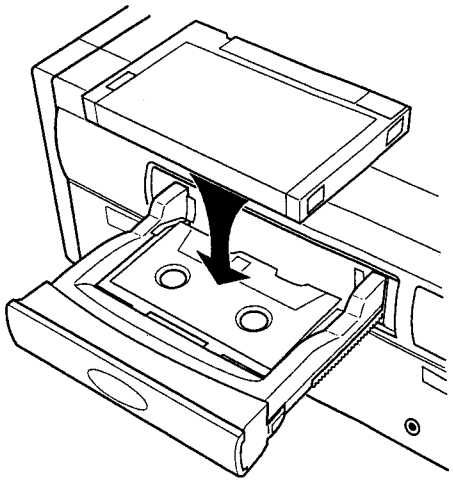
– The local timer has now been set and as soon as the power is switched on (e.g. the next day), playback or recording will start automatically.

LOADING A CASSETTE

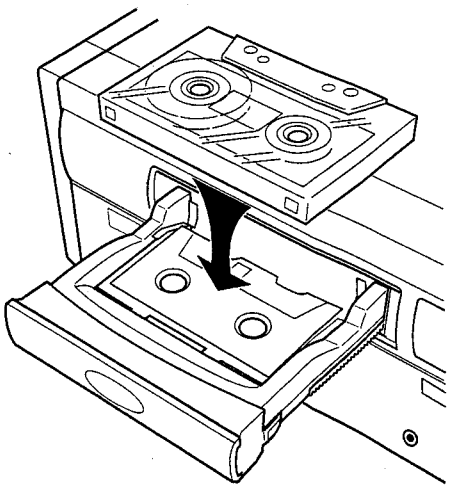
- Open the tray by pressing the OPEN/CLOSE key ⑲. *OPEN* appears on the display.
- Slide out your DCC cassette from its box.



- Insert a DCC cassette with the printed side up as shown below and protective slider pointed to the DCC-player.



- When using an analogue cassette, insert it as shown below preferably with side A facing up and the full spool on the right.



- Close the tray by briefly pushing its front or by pressing the OPEN/CLOSE key ⑲ again. The display shows *CLOSE*.

– After closing the tray your unit will read the tape information. *READING* will appear on the display. During this period your unit will:
– determine the tape sort used
– determine the tape position
– read the title of the album (when using prerecorded cassettes).

– When a prerecorded DCC cassette is loaded, the title of the album will be displayed.

– For all other DCC tape sorts the recorder will enter the track-time display mode. As soon as this information is available on the tape it will be displayed.

– When a conventional analogue cassette is loaded, the counter mode will be displayed.

PLAYBACK

PLAYBACK

Playback of a cassette is similar to operating a CD-player.

- Open the tray by pressing OPEN/CLOSE ⑲. *OPEN* appears on the display.
- Insert a cassette as explained before. (see page 9)
- Close the tray. The display shows *CLOSE*.
  The recorder will now retrieve the information on the tape and during this period *READING TEXT* appears on the display.
- When using a pre-recorded DCC cassette, the album title will be displayed.
- Press PLAY ► (and PLAY ◄).
  Playback will start from the present position of the tape and the display will show the track title.
- Press the STOP ■ key to stop playback. *STOP* appears on the display.

When playing a user-recorded tape, the track number and time will be displayed just like a CD. In case this information is not (yet) known by the player, the track number will be indicated by '––' and instead of the time, the display will show a counter setting (e.g. *0000*).

REPLAY

- If you press the PLAY ► key during FOWRD playback, the currently playing track will be replayed from the beginning.

PREVIOUS/NEXT TRACK

- The ⏮ and ⏭ keys can be used to search for a particular track on the tape or scroll through the tracklist (see title search). Press ⏮ to search for a track previous to the current track.
  Press ⏭ to search for a track next to the current track. If these keys are pressed during playback, the deck will wind/rewind to the next/previous track after which playback continues.
  Note: these keys are also functional when using analogue compact cassettes.

TITLE SEARCH

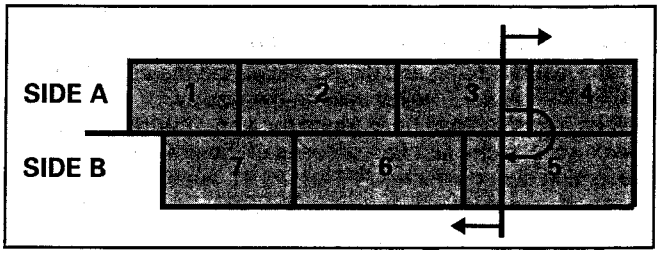
Compared to CD, DCC has a new feature: the track title of a prerecorded DCC will be displayed during playback. It is also possible to search for a track based on its title. When you press ⏭ while the deck is in the stop mode the title of the next track appears on the display. Searching for the track does not start yet.
You can actually wind to the track by pressing the PLAY ► key. The message *READING* appears on the display during the time that your unit is retrieving the track titles from the cassette.

SEARCHING FOR A PASSAGE

- Searching for a passage during playback can be done with the ◄◄ and ►► keys.
  Hold ►► pressed down to search in the tape travel direction.
  Hold ◄◄ pressed down to search in the opposite direction in which the tape is travelling.
  Playback will continue as soon as you release the key.
- When you press the ►► or ◄◄ keys while the deck is in the stop mode, the winding will continue until you press another key of the playback controls ⑩.

REVERSING THE PLAYING DIRECTION

- The PLAY key is used to reverse the direction in which the tape is travelling.
  This selected side is indicated on the display as ◁ B or A ▷.
  When you press another direction Play key during playback, the playing direction will be reversed and playback will be continued at the other side of the tape.



REPEAT

- You can use the REPEAT key ⑬ to repeat a particular track or the total number of tracks on the tape.
- Press this key once to repeat the current track.
  The indication **REPEAT** and ⟲ will appear on the display.
  Repeating the current track is not possible when you are using conventional analogue cassettes.
- Press this key once again if you wish to repeat all tracks on the tape. The display will show **REPEAT** and ⟲.
- Press this key another time to switch repeat off again.

NOTE: When analogue cassettes are used, only the function **CONT REPEAT** can be activated. **REPEAT TRACK** does not work.

DOLBY NOISE REDUCTION

The Dolby Noise Reduction function will only be active when you are using conventional analogue cassettes.
Use the Dolby selector knob ⑤ to switch the Dolby NR system on and off and to select Dolby B and Dolby C.

RECORDING

RECORDING

The two major controls that are used to make a recording are the **APPEND** key and the **PAUSE** key.

- Insert as explained before a cassette on which you want to make a recording.
- Close the tray.
- Select the correct input source (as described under 'SELECTING THE INPUT')
- Press the APPEND key.
  The deck will search for the start of the tape or for the end of the last recording and during this period the indication APPEND >> or << will appear on the display.
  When a position has been found for a possible recording the deck will play the last few seconds of the previous (last) recording during which APPEND PLAY appears.
  Then the recorder will enter the RECORD PAUSE (RECP) mode.
- In case you want to record from the analogue input, adjust the recording level (as described under 'RECORDING LEVEL').
- You can now start recording by pressing the PAUSE ▮▮ key.
- Press STOP ■ to stop recording.
  The actual recording is stopped immediately. The deck will continue to write for a short period. The display shows **MARKER WRITE** and STOP is flashing. During this period a marker is written on the tape to mark the end of the last recording.

This procedure will ensure the correct recording of time and track numbers on the tape.
Examples: see page 13.

SELECTING THE INPUT

Before starting a recording you should select the correct input source with the INPUT SELECT knob ⑦.
You can select 3 positions:

- **OPT** – selecting a source which is connected via the DIGITAL OPTICAL IN socket to your unit
  The display shows C**OPTICAL**D (***note 1***)
- **COAX** – selecting a source which is connected via the DIGITAL COAXIAL IN socket to your unit
  The display shows C**DIGITAL**D (***note 1***)
- **ANA** – selecting a source which is connected via the ANALOG LINE IN socket to your unit
  The display shows C**ANALOG**D

Notes:

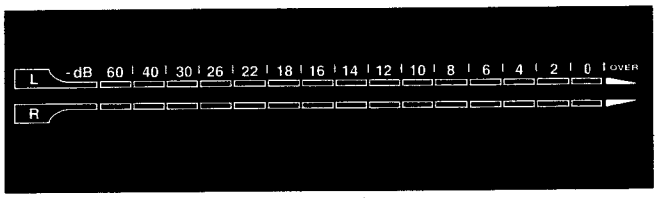
1 When the indication is blinking it indicates that no digital signal is received; recording is not possible.
2 During a recording it is not possible to change the selected input.

> ***ADVISE:***
> It is recommended always to use the digital input when it is available. You then do not have to adjust the recording level and recording of correct tracknumbers (see Auto Start Marker writing, page 15) will take place automatically.

RECORDING LEVEL

Adjusting the recording level is only needed when you are recording from a source which is connected via the ANALOG LINE IN sockets to your unit.

The recording level is monitored when the deck is in the RECORD PAUSE (RECP) mode.
Start playback of the unit you wish to record from.
Adjust the recording level with the REC LEVEL control ⑨ so that the recording level indicators in the display light up during passages with an average volume safely below 0 dB. A level of -12 dB (indicated red on the display) is recommended.
The dynamic range of your DCC recorder is so high that the dynamic range of any analogue source can be covered, even at this setting.
If the level exceeds the 0 dB level, an overload (**OVER** ►) will be indicated and the recorded signal can be distorted.



ADVANCED RECORDING

INTERRUPTING A RECORDING

– RECORD PAUSE

- You can interrupt the recording temporarily by pressing the PAUSE ❚❚ key during recording.
  The deck will stop recording.
  RECP will appear on the display to indicate that the RECORD PAUSE mode is entered.
- Press the PAUSE ❚❚ key to continue recording.
  The display shows **START MARKER WRITE** and the recording starts again (REC) with a new tracknumber indication on the display.

– RECORD MUTE

- A 3-second silent recording can be obtained when you press the REC MUTE key during recording or in RECORD PAUSE mode.
  MUTE appears on the display during these 3 seconds after which the deck switches to the RECORD PAUSE (RECP) mode.
- Press the PAUSE ❚❚ key to continue recording.
  The display shows **START MARKER WRITE** and the recording starts again (REC) with a new tracknumber indication on the display.
  This function is very useful to separate music tracks by a 3-second pause.
  You can also use this function to overwrite old recordings.

MUTE RECORDING (during playback)

During playback, the REC MUTE key can also be pressed.
The DCC player stores the area which must be muted.
While pressing this key the audio signal will not be muted to allow you to exactly check the area that needs to be muted.
The indication MUTE appears on the display

The area that will be muted will last as long as you hold the REC MUTE key pressed (to a maximum of 10 seconds).
While pressing the recorder will only store the positions of the muting; no marker is written yet.

The area will actually be muted when you press the RECORD key less than 5 seconds after releasing the REC MUTE key.

– MUTING A SMALL AREA

- Mark the area you wish to mute by pressing the REC MUTE key (to a maximum of 10 seconds)
- Press the RECORD key less than 5 seconds after releasing the REC MUTE key
  A mute marker will be written.

– SKIPPING A LARGE AREA

- Mark the area you wish to skip by pressing the REC MUTE key for more than 10 seconds.
- Press the RECORD key less than 5 seconds after releasing the REC MUTE key
  A skip marker and a start marker will be written.
  When the skip marker is detected during playback, the deck will wind to the startmarker after which playback will be continued.

CYNC REC DUBBING

With this function you can synchronise the start of a recording with the start of a CD or CD program as follows:

- Set the deck in the RECORD PAUSE mode by pressing APPEND or by pressing RECORD.
- Press the Play Key of CD-player.
- The CD-player will start playback.
  If the analog input is selected you can check and adjust the recording level with the REC LEVEL Volume.
- Press the STOP key of CD-player.
- Press the SYNC REC key.
- Press the PLAY key of CD-player to start the synchronized recording and the DCC deck will start recording simultaneously.

RECORDING EXAMPLES

RECORDING ON A BLANK DCC

- Insert a cassette and close the tray.
  First the display will show READING and afterwards - - 0000 STOP
- Press APPEND
  The deck searches for the start of side A and writes a buffer area (LEAD-IN).
  This buffer area is to guarantee optimum tape-recording conditions.
  APPEND >> or << appears and then LEAD IN, **MARKER WRITE** and TAPE BEGIN.
  After doing so, the RECORD PAUSE (RECP) mode is entered.
  The deck is now ready to record track 1.

(• Select the correct input source and adjust the recording level when needed).

- Press PAUSE ❚❚ to start the actual recording.
  REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
  The recording will be stopped and the deck marks the end of the last recording. The display shows **MARKER WRITE** and STOP.

RECORDING ON A PARTIALLY RECORDED DCC

- Press APPEND
  The deck will search for the end of the last recording.
  APPEND >> or << appears.
  When this has been found the last 10 seconds of this music track will be played back (APPEND PLAY), after which the RECORD PAUSE (RECP) mode is entered.

(• Select the correct input source and adjust the recording level when needed).

- Press PAUSE ❚❚ to start the actual recording.
  REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
  The recording will be stopped and the deck marks the end of the last recording. The display shows **MARKER WRITE** and STOP.

COMPLETELY OVERWRITING A RECORDED DCC

- Select side A with the PLAY ► key and Press STOP ■ key.
- Press ◄◄.
  The deck will rewind to the beginning of side A and will stop automatically at the beginning of the tape.
- Press APPEND
  When the tape already contains a LEAD IN area the deck will play back the first 10 seconds of track nr. 1, after which it will go back to the beginning of this track and enter the RECORD PAUSE mode. (1 0:00 RECP).
- Press RECORD
  When the tape does not yet contain a LEAD IN area. The deck will now write a LEAD IN area at the beginning of side A and will enter the RECORD PAUSE mode (1 0:00 RECP).

(• Select the correct input source and adjust the recording level when needed).

- Press PAUSE ❚❚ to start the actual recording.
  REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
  The recording will be stopped and the deck marks the end of the last recording. . The display shows **MARKER WRITE** and STOP.

RECORDING ON A SPECIFIC LOCATION

- First, you must go to the location on the tape at which you want to make a recording by pressing keys like ►►|, |◄◄, ►►, ◄◄.
- Press RECORD
  The deck will enter the RECORD PAUSE (RECP) mode at the current position.
- Press PAUSE ❚❚ to start the actual recording.
  REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.

Note: Correct time will only be recorded when the tape is positioned at a location where the absolute time is already recorded on the tape.

NO RECORDINGS CAN BE MADE:

- On a prerecorded DCC
- On a conventional analogue cassette
- On a DCC which is protected against recording.
  This protection can be activated and deactivated with the red switch on the bottom of your cassette.
  See also page 8 '**PROTECTING A CASSETTE AGAINST RECORDING**'
- From a source which is already a digital copy of an original music-program
  The **COPY PROHIBIT** indication will light up on the display.
  The DCC deck operates with a Serial Copy Management System, which includes that a fully digital copy can be made from Prerecorded digital material but only directly from the original material.
  E.g. You can make a digital recording from a CD to your unit via the digital in- and output sockets.
  However, it is not possible to maek a digital copy of this recorded DCC cassette to another DCC deck.
  When you want to copy this cassette from one DCC deck to another you can only do this via the analogue in- and output sockets.
- No direct digital recording can be made when the digital source is not connected or switched on.
  CHECK DIG IN will appear on the display and the input-selector indicators will be blinking. It is always possible to make a (digital) DCC recording via the analogue input sockets; the high-quality A/D converter of your unit will convert this signal to a digital signal.

DISPLAY

DISPLAY

Shows:

- **PLAY** – indicates the Play mode.
- **REC** – indicates the Record mode.
- ◁ B A ▷ – indicates the tape travel direction
- ↻ – indicates the reverse mode
- **DOLBY** B C – indicates the selected Dolby Noise Reduction system B or C
- **SYNC REC** – lights up during a synchronized recording
- **CONT REPEAT** – lights up to indicate that all tracks on the tape will be repeated
- **REPEAT TRACK** – lights up to indicate that the current track will be repeated
- **– TRACK –** – shows the playing track or the total number of tracks on the tape.
  -- will be indicated if no track information is (yet) available
- **– TIME/COUNTER –** – shows the different time modes 00:00 or the counter mode 0000.
- **ABS** – lights up to indicate the absolute time on the tape
- **REM** – lights up to indicate the remaining time on the tape
- **TOTAL** – lights up when the total time on the tape is being displayed
- **TRACK** – lights up when track information is displayed
- **48 kHz**, **44 kHz**, **32 kHz** – indicates the sampling frequency
- **— MODE —** – indicates the mode of the deck, e.g. PLAY, REC, RECP
- **AUTO** – lights up when the automatic start marker generation is switched on.
- **MARKER WRITE** – lights up each time a marker is written on the tape.
- **START MARKER WRITE** – lights up when a start marker is written on the tape
- **MARKER ERASE** – lights up when a marker is being erased from the tape.
- **REVERSE MARKER WRITE** – lights up when a reverse marker is written on the tape.
- **COPY PROHIBIT** – indicates that it is not possible to make a digital copy of the tape that you have digitally recorded yourself
- ⊂ **OPTICAL** ⊃ – lights up when the optical input has been selected.
- ⊂ **DIGITAL** ⊃ – lights up when the digital input has been selected
- ⊂ **ANALOG** ⊃ – lights up when the analogue input has been selected.
- The recording level is monitored when the deck is in the RECORD PAUSE mode. An overload (**OVER ►**) indication will be indicated when the level exceeds the 0dB level.

DISPLAYING TEXT INFORMATION

The TEXT key ⑭ is only functional when you are using a prerecorded DCC
It calls up information from the DCC to be shown on the display
Normally the album title of the tape is displayed.

- When you press the TEXT key, the artist will be displayed.
- Press the TEXT key again to display the current track title.
- Press TEXT again to display the total number of tracks and total time on the tape.
- Press TEXT once more if you wish to return to the album title indication.

Notes:

- When the player has not yet retrieved the requested information from the tape, READING will appear on the display indicating that the player is in process of retrieving the information.
- When no text-information is available on a user-recorded DCC tape, the display will show NO TEXT INFO.

DISPLAYING OTHER TIME INFORMATION

Normally the displays shows the track number and the elapsed playing track time.

- When you press the TIME key ⑮ the display will show the absolute elapsed time on the tape.
- Press the TIME key again to display the remaining time on the tape.
  The total remaining time will be displayed on a prerecorded DCC; the remaining time on the current side will be displayed when recording on side A (and side B when a next marker has been written).
- Press TIME again to display the counter setting.
- Press TIME once more if you wish to return to the elapsed playing time indication.

Note: It may happen that on some user-recorded tapes some information is not available (e.g. when a recording is inserted on a specific location, the absolute time is not recorded). Then, it will not be possible to select this information.

Calling up time information is not possible when conventional analogue cassettes are used.

RESET

By pressing the COUNTER RESET key ⑯, the tape counter will be set to 0000.
When the display is not in the counter mode at the moment this key is pressed, it will show the counter setting 0000 for a few seconds and then return to the original display mode.

MARKERS

Markers are special written signals on the DCC tape to mark a special area on the tape. The DCC player/recorder uses these marked areas to make operation easier.

The most important markers on a DCC tape are:

- **Track-start markers**
- **Reverse marker**
- **Next side marker**

You can write each of these markers yourself with the your unit.

START MARKER FUNCTIONS

Start markers mark the start of a new music track. This makes the search of the start of a track very easy.

AUTO START: Automatic start marker writing during recording.

- When you are making a recording from a source which is connected via the digital COAXIAL or OPTICAL sockets to your unit, the deck will always automatically write a start marker each time a new track is detected.
- When you are making a recording from a source which is connected via the analog input sockets to your unit, the deck can also write start markers automatically.
  The indication **AUTO** is shown on the display. A start marker is written each time a silence (< -60dB) of more than three seconds is detected. The display will then show **START MARKER WRITE**.
- Press the AUTO START key if you wish to switch off the automatic start marker writing. The indication **AUTO** will disappear from the display.
- Press the AUTO START key once more to switch the automatic start marker writing on again.

NOTES:

- When the source you are recording from is supplying a considerate amount of noise during a silence it may happen that this silence will not be < -60dB and will not be detected by your DCC. In this case no marker is written.
- In some cases a very faint passage in a piece of music can be picked up by your DCC as a silent passage and a start marker will be written.

START: Manually writing a start marker

- When this key is pressed during recording or playback, the deck writes a marker to indicate the start of a new track. **START MARKER WRITE** will appear on the display.

  NOTE: When using this function, you will change the original sequence of tracknumbers. In order to obtain a correct sequence of tracknumbers you are advised to perform a renumber action as explained below.

RENUMBER: Checking the complete tape on correctness of track numbers and writing a tracklist.

- This function can only be used on a user-recorded DCC.
- It is useful when the correct sequence of tracknumbers has been changed due to adding an extra startmarker or erasing a startmarker.

- Press the RENUMBER key.
- First the deck will rewind the tape to the beginning of side A
- Then the complete tape will be checked on correctness of several markers. The deck performs this check by winding through the total tape during which the markers on the tape are detected.
  During this period RENU will be shown in the mode-area of the display.
- If the tracknumbering was not correct the tracknumbers will be changed.

AUTOREVERSE MECHANISM

The NEXT and REVERSE keys are used when you want to record more tracks than the amount of tracks that fit on one side of your tape.

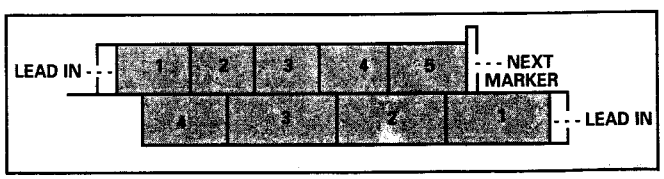
Example: during recording of 9 tracks, it appears that track number 6 does not fit on side A of the tape anymore. The remaining time on the sector is too short.

- You should now temporarily interrupt the recording at the end of track number 5 by pressing the PAUSE ▮▮ key or REC MUTE key.
- The deck will enter the RECORD PAUSE (RECP) mode. Only in this mode the NEXT key can be used. The REVERSE key can also be used during recording (a renumber action will then be necessary).
- It is also possible that you let the recording continue until the end of side A is reached. Afterwards you can go back to the end of track number 5, press the PAUSE ▮▮ key and then use the NEXT or REVERSE key.

NEXT MARKER

- By pressing this key the deck will first write a marker (NEXT **MARKER WRITE** lights up)and then wind to the start of side B. The indication A TO B >> will appear on the display.
  At the beginning of side B a new buffer area will be written after which the deck will enter the RECORD PAUSE mode again. The display shows LEAD IN, TAPE BEGIN and then RECP.
- Press the PAUSE ▮▮ key.
  The recording will be continued with the following track. (e.g. track number 6)
  This track will be recorded as track 1 of side B.

When the next marker is detected during playback, the deck will automatically wind to the beginning of side B (A TO B >> will appear on the display) after which playback will be continued with the first track on side B.



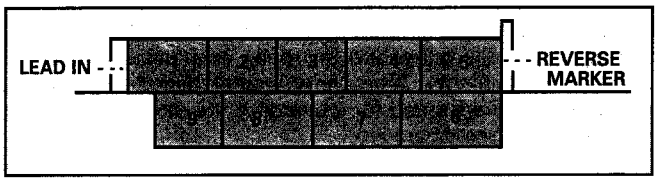
The NEXT key can also be activated on side B.

REVERSE MARKER

When you do not want playback to be interrupted by the winding at the end of side A you can use a reverse marker during recording.

- By pressing this key the deck will first write a marker (**REVERSE MARKER WRITE** lights up) and will then immediately change the tape travel direction at the current position to side B. The deck will enter the RECORD PAUSE mode again.
- Press the PAUSE **II** key.
  The recording will be continued with the following track. (e.g. track number 6)
  The track numbering will not start with no. 1 on side B but the numbering will be continued (e.g. track number 6)

When the reverse marker is detected during playback, the deck will immediately change to side B after which playback will be continued.



When the REVERSE key is pressed during recording, the deck will immediately reverse and continue the recording on side B.
A correct reverse marker is not yet written at side A. During playback the deck will not reverse correctly. In order to write a correct reverse marker, the RENUMBER key must be pressed to verify the tape and write the correct markers.

The REVERSE key can only be operated at side A.

ERASING A MARKER

You can erase a marker when you press the ERASE key shortly before the location of this marker.
- Go to the location of the marker that you want to erase.
- Press the ERASE key shortly before the location of this marker.
- Your deck will now check if there is a marker at that position.
- After detection of this marker the display will show **MARKER ERASE**.

– The marker has now been erased from the tape.
Note: After you have erased a marker the sequence of tracknumbers has been changed and a RENUMBER action will be necessary.

REMOTE CONTROL (see page 112)

– The keys on the remote control have the same functions as the corresponding ones on the recorder
– Extra keys:
– **SIDE A/B** – for reversing the tape travel direction
– **► (PLAY)** – for starting playback
0 - 9 digit keys – for selecting track numbers; these keys are only functional when a DCC cassette (with tracknumber list) is used.
▼ VOLUME ▲ – Adjusting the sound level when the recorder is connected (via the VARIABLE OUT sockets) to an amplifier or HiFi system;
POWER – for selecting standby mode.

IMPORTANT!
When the recorder is incorporated in a HiFi system with BUS connection, the REMOTE EXT/INT switch Ⓕ on the back of the recorder should always be in the **EXT** position. The recorder can then be operated via the remote control of the system.
When the recorder is not incorporated in a HiFi system with BUS connection, this switch should be in the **INT** position. The recorder can then be operated with the remote control supplied.
Make sure that the recorder is ***switched off*** when the REMOTE switch is changed.

BATTERIES

- Open the battery compartment and insert two batteries as indicated, type R03, UM-4 or AAA-cells.
- Remove the batteries when they have run down or when they will not be used again for a long period.

SYSTEM ASPECTS

STANDBY

- Switching your recorder to standby can also be done via the remote control.
- POWER on the remote control. Press the POWER key.

– The recorder will be switched to standby.
All light indicators will be switched off with the exception of the standby indicator.

TIMER

By connecting your DCC deck to a timer, you can start and stop playback or recording automatically.

- Set the timer and switch on the DCC deck.
- Prepare the deck for playback or recording (see under chapter PLAYBACK or RECORDING).
- At the time set on the timer, the deck will start playback or recording.
- When you are not using the timer, set the TIMER switch to the OFF position.

GENERAL REMARKS

- Your DCC Unit might influence the quality of a broadcast signal when the radio antenna is located close to the DCC player.

MAINTENANCE

- Do not leave the unit for any length of time in direct sunlight or other places where high temperatures can occur, such as in the vicinity of heating apparatus.
- Do not expose the equipment to humidity or rain.
- A chamois leather cloth slightly moistened with water is sufficient for cleaning the deck.
- Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

WARNING

ONLY USE SPECIAL DCC CLEANING CASSETTES FOR YOUR DCC UNIT !

DO NOT USE DEMAGNITIZE CASSETTES !

CLEANING OF EXTERIOR SURFACES

The exterior finish of your DD-82/DD-92 will last indefinitely with proper care and cleaning. Never use scouring pads, steel wool, scouring powders or harsh chemical agents (e.g. lye solution), alcohol, thinners, benzine, insecticide or other volatile substances as these will mar the finish of the cabinet. Likewise, never use cloths containing chemical substances. If the unit becomes dirty, wipe the external surfaces with a soft, lint-free cloth.

If the cabinet becomes heavily soiled:

– dilute some liquid dishwashing detergent in water, in a ratio of one part detergent to six parts water;
– dip a soft, lint-free cloth in the solution and wring the cloth out until it is damp;
– wipe the cabinet with the damp cloth;
– dry the cabinet by wiping it with a dry cloth.

REPAIRS

Only the most competent and qualified service technicians should be allowed to service the equipment. The Marantz company and its factory-trained warranty station personnel have the knowledge and special facilities needed for repair and calibration of this precision equipment. After the warranty period has expired, repairs will be performed for a charge if the equipment can be returned to normal operation.

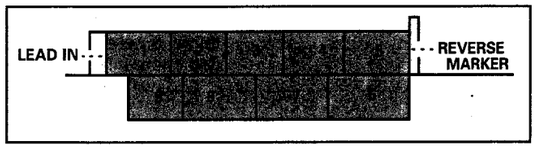
In the event of difficulty, contact your dealer or write directly to the nearest location to you that is listed on the Marantz Authorized Service Station list. If writing, please include the model and serial number of the equipment together with a full description of what you think is abnormal about the equipment's behavior.

REVERSE MARKER

Om du inte vill att återgivningen skall bli avbruten av spolning till slutet på sidan A kan du använda reverse marker under inspelningen.

- Genom att trycka på REVERSE spelar spelaren först in en markering (displayen visar **REVERSE MARKER WRITE**) och byter sedan genast bandriktning i det just aktuella läget till sidan B. Spelaren går i läge RECORD PAUSE igen.
- Tryck på PAUSE ⏸.
  Inspelningen fortsätter med följande stycke (i exemplet: stycke nummer sex).
  Nu startar numreringen inte med nummer ett på sidan B utan numreringen fortsätter (med nummer 6).

När spelaren hittar markeringen reverse marker under återgivningen, skiftar spelaren genast till sidan B varpå återgivning fortsätter.



När REVERSE trycks in under inspelning, skiftar växlar spelaren genast riktning och fortsätter inspelnignen på sidan B. En korrekt reverse marker har ännu inte spelats in på sidan A. Under återgivningen skiftar inte spelaren korrekt: För att spela in en korrekt reverse markering måste man trycka på tangenten RENUMBER för att verifiera bandet och spela in korrekta markeringar.

Tangenten REVERSE kan bara användas på sidan A.

RADERING AV EN MARKERING

Du kan radera en markering om du trycker på ERASE strax innan markeringen.

- Gå mot den markering du vill radera.
- Tryck på ERASE strax innan du kommer till markeringen.
- Efter deterktering av markeringen visar displayen **MARKER ERASE**.

– Nu har markeringen raderats från bandet.
Märk: När du tagit bort en markering har nummersekvensen ändrats och en omnumrering RENUMBER blir nödvändig.

FJÄRRKONTROLLEN (se sidan 112)

FJÄRRKONTROLLEN

– Knapparna på fjärrkontrollen har samma funktioner som motsvarrande tangenter på kassettspelaren.
– Extra knappar:
– **SIDE A/B** – för vändning av bandriktningen
– **► (PLAY)** – för att starta återgivning
0 - 9 – sifferknappar för val av nummer på stycken; dessa knappar fungerar endast när man laddat med DCC (med lista på nummer på stycken).
▼ VOLUME ▲ – Volymkontroll, när spelaren är inkopplad (via VARIABLE OUT) till förstärkare eller HiFi-system.
POWER – för val av beredskapsläget STANDBY.

VIKTIGT!
När spelaren är infogad i ett HiFi-system med BUS-anslutning skall omkopplaren REMOTE EXT/INT Ⓕ på spelarens baksida alltid stå i läge **EXT**. Då kan spelaren styras med fjärrkontrollen för HiFi-systemet.
Är spelaren inte infogad i ett HiFi-system med BUS-anslutning skall omkopplaren stå i läge **INT**. Då kan spelaren styras med den medföljande fjärrkontrollen.
Se till att spelaren är **avstängd** när läget på omkopplaren REMOTE EXT/INT ändras.

BATTERIER

- Öppna batterifacket och lägg in två batterier enligt anvisningarna, typ R03, UM-4 eller AAA.
- Tag bort batterierna om de är urladdade eller om de inte skall användas på länge.

SYSTEMASPEKTER

STANDBY

- Du kan koppla spelaren i beredskapsläget standby med fjärrkontrollen.
- Tryck på tangenten POWER på fjärrkontrollen.

– Spelaren går i standby.
Alla indikeringar släcks utom standby-indikatorn.

TIMER

Genom att koppla DCC-spelaren till en timer kan man automatiskt starta och stoppa återgivning och inspelning.

- Ställ in timern och koppla på DCC-spelaren.
- Förbered spelaren för återgivning eller inspelning (se under ÅTERGIVNING eller INSPELNING).
- När timern når den inställda starttiden börjar återgivningen eller inspelningen.
- När du inte använder timer, ställ TIMER-omkopplaren i läge OFF.

ALLMÄNNA ANMÄRKNINGAR

- Din DCC-enhet kan påverka radiomottagningen om radioantennen placeras intill DCC-spelaren.

VARNING

ANVÄND ENDAST SPECIELLA DCC RENGÖRINGSKASSETTER TILL DIN DCC – ENHET

RENGÖRING AV ENHETENS YTOR

Ytfinishen på din DD-82/DD-92 kommer att behålla sin höga finish under många år om du sköter och håller den ren. Använd aldrig skursvampar, stålull, skur eller starka rengöringsmedel, eller frätande kemiska medel som sprit, tinner, bensin, amoniak etc. då dessa kan förstöra ytfinishen på höljet. Om enheten blir smutsig torka av de yttre ytorna med en mjuk trasa eventuellt fuktad med lite vatten.

Om höljet skulle bli mycket nedsmutsat:
– Fukta en mjuk trasa i en blandning av milt handdiskmedel 1 del diskmedel och 6 delar vatten:
– Vrid ur trasan så att den bara blir fuktig:
– Torka av höljet med den fuktiga trasan
– Torka höljet torrt med en torr mjuk trasa.

REPARATIONER

Om något fel skulle uppstå på din spelare kontakta din Marantz-handlare så att du får en auktoriserad Marantz service på produkten. Med apparaten bör du skicka modellnummer, serienummer samt en utförlig beskrivning av det fel som har uppstått.

MODEL DD-82 TECHNICAL SPECIFICATIONS

FREQUENCY RESPONSE

DIGITAL

DCC prerecorded ..... 20 Hz – 20 kHz ± 0.2 dB (fs = 44.1 kHz)
Sample frequencies ..... 32 kHz, 44.1 kHz, 48 kHz dig. in 44.1 kHz analog input
S/N ratio ..... playback ≥ 96 dB overall ≥ 92 dB
Dynamic Range ..... playback ≥ 98 dB overall ≥ 92 dB
THD ..... playback ≤ 0.003% overall ≤ 0.004%
Channel separation ..... playback ≥ 95 dB overall ≥ 85 dB
Wow and Flutter ..... Quartz Crystal Precision

ANALOG CASSETTE: playback only

Frequency response ..... 30 – 16 kHz CrO_2
S/N ratio ..... ≥ 50 dB CrO_2
Dolby NR B/C ..... Improvement NR B 10 dB Improvement NR C 20 dB
Wow and Flutter ..... 0.15 CCIR WTD
signal also supplied to digital outputs

INPUTS

Analogue line input ..... unbalanced impedance > 20 kOhm
Digital Coaxial ..... 0.5 V / 75 Ohm
Digital Optical ..... acc. to IEC 958 tos link

HEADPHONE AMPLIFIER PERFORMANCE

Load Impedance Range ..... 8 – 600 Ohm
Frequency Range ..... 20 – 20 kHz, ± 0.5 dB
Signal to Noise Ratio – Playback ..... 90 dB
THD (including noise) ..... 80 dB

MISCELLANEOUS

Display ..... 16 segment level meter 2 scales
Remote Control ..... D-bus
Mechanism ..... 2 motor metal deck
Tape-speed ..... 4.76 cm/sec
Trayloader system

POWER SUPPLY

02 version ..... 230 V AC 50/60 Hz
05, 07 versions ..... 240 V AC 50/60 Hz
01 version ..... 110/120/220/240 V AC 50/60 Hz
Power Consumption ..... 35 W

CABINET GENERAL

Dimensions
- Width ..... 420 mm
- Height ..... 132 mm
- Depth ..... 344 mm

Weight ..... 8.2 kg

Specifications subject to change without prior notice.

MODEL DD-92 TECHNICAL SPECIFICATIONS

FREQUENCY RESPONSE

DIGITAL

DCC prerecorded ..... 20 Hz – 20 kHz ± 0.2 dB (fs = 44.1 kHz)
Sample frequencies ..... 32 kHz, 44.1 kHz, 48 kHz dig. in 44.1 kHz analog input
S/N ratio ..... playback ≥ 98 dB overall ≥ 92 dB
Dynamic Range ..... playback ≥ 100 dB overall ≥ 98 dB
THD ..... playback ≤ 0.003% overall ≤ 0.004%
Channel separation ..... playback ≥ 95 dB overall ≥ 85 dB
Wow and Flutter ..... Quartz Crystal Precision

ANALOG CASSETTE: playback only

Frequency response ..... 30 – 16 kHz CrO_2
S/N ratio ..... ≥ 50 dB CrO_2
Dolby NR B/C ..... Improvement NR B 10 dB Improvement NR C 20 dB
Wow and Flutter ..... 0.15 CCIR WTD
signal also supplied to digital outputs

INPUTS

Analogue line input ..... unbalanced impedance > 20 kOhm
Digital Coaxial ..... 0.5 V / 75 Ohm
Digital Optical ..... acc. to IEC 958 tos link

HEADPHONE AMPLIFIER PERFORMANCE

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Trayloader system

POWER SUPPLY

02 version ..... 230 V AC 50/60 Hz
05, 07 versions ..... 240 V AC 50/60 Hz
01 version ..... 110/120/220/240 V AC 50/60 Hz
Power Consumption ..... 35 W

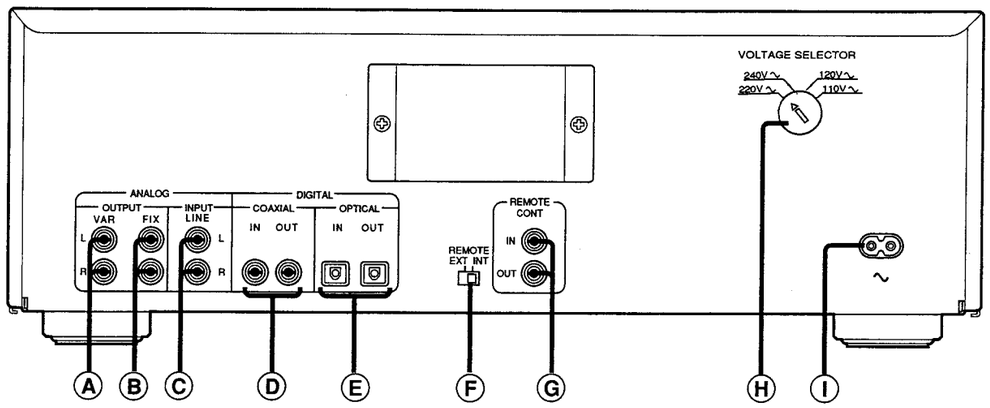
CABINET GENERAL

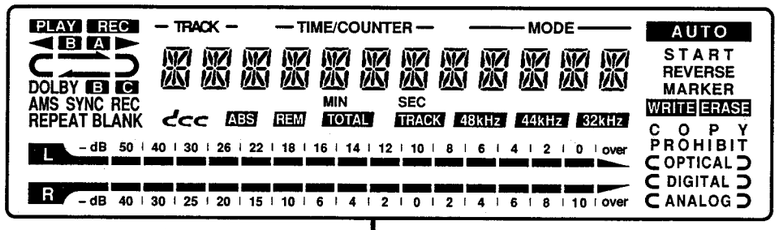
Dimensions
- Width ..... 454 mm
- Height ..... 132 mm
- Depth ..... 344 mm

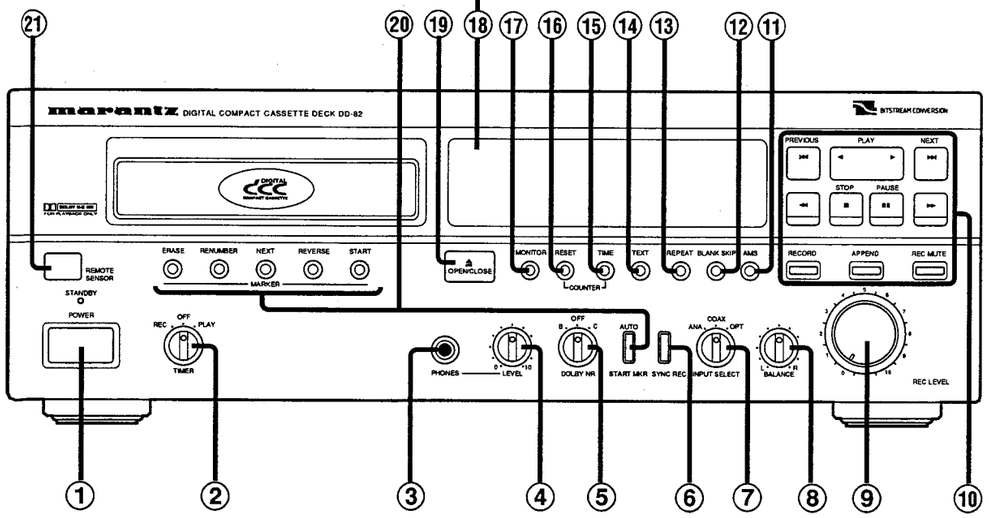
Weight ..... 13 kg

Specifications subject to change without prior notice.

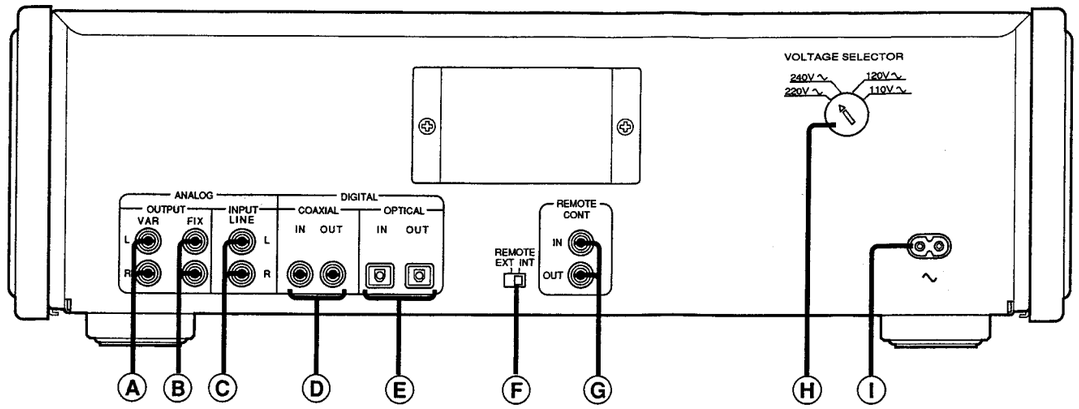
MODEL DD-82

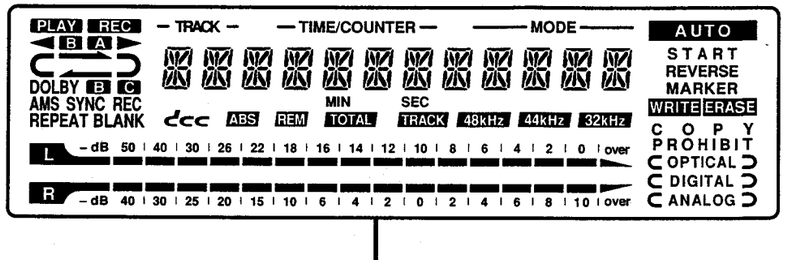


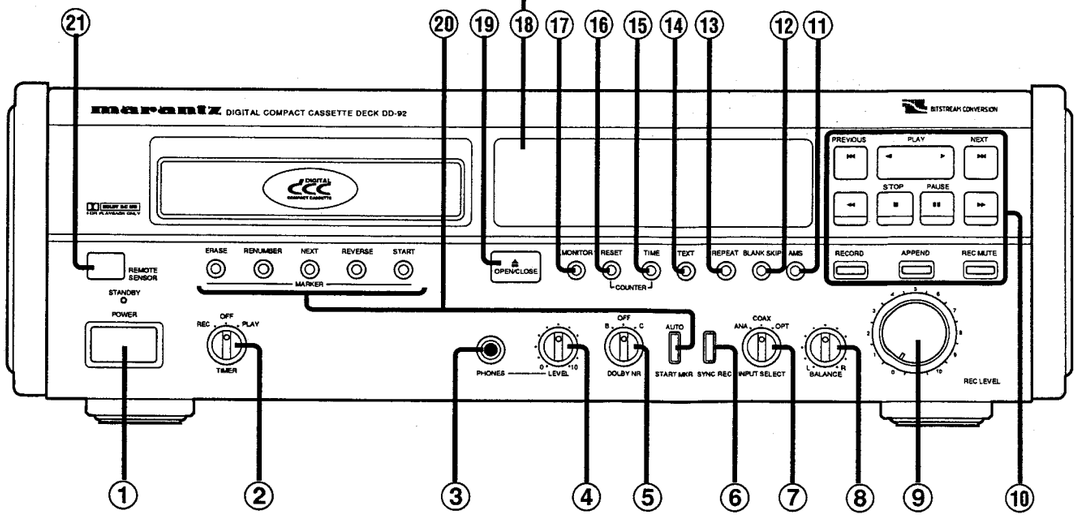




MODEL DD-92







REMOTE CONTROL RC-82DD/RC-92DD